ARCHETYPE CODEX

Version 2.0 | Complete Reference Edition

Luke Doel | 2025 | Source of truth for all eight archetypes, their power levels, interactions, and behaviours

---

Global Rules / Framework

The 8 Archetypes are not personality types. Every human node runs all eight simultaneously. What differs between individuals is the power level of each archetype — how dominant, how sensitive, how easily triggered it is. That variance across the eight modules is what produces the full diversity of human neurology and behaviour across every spectrum.

The stats listed under each archetype are variables, not fixed traits. A person with a high-power Entropist and a low-power Speaker will present very differently from someone with the inverse configuration — even though both carry all eight modules. This is why the same archetype can present as a gift in one person and a liability in another. Context, power level, and inter-archetype balance determine the output.

The Backdoor Interaction Stats are the most clinically significant entries in the codex. These are the hidden routes between archetypes that operate below the Speaker's awareness. Most of what we call irrational, impulsive, or self-destructive behaviour is a backdoor route running without conscious oversight. Understanding the backdoor is the key to understanding behaviour that the node itself cannot explain.

Power Level System

Each stat within each archetype exists on a spectrum from low to high. There are no correct values. High is not better than low — it is simply different, with different strengths and different vulnerabilities.

For example: a node with very high Projector stat under Social Awareness will read every room with extraordinary accuracy and may find social environments cognitively exhausting. A node with low Projector stat under Social Awareness will move through social environments with less friction but may miss important signals. Neither is better. They are different operating configurations.

Power levels are influenced by neurological baseline, developmental environment, trauma history, and current system state. They are not fixed. A Speaker that runs at low power under chronic stress may run at significantly higher power in a stable environment with adequate resource input.

Reading the Inter-Archetype Relations

Each archetype section includes an Inter-Archetype Relations table. These describe the primary influence channels between archetypes — both the conscious channels that run through the Speaker and the backdoor channels that bypass it.

Arrows indicate direction of primary influence. Most relationships are bidirectional but the dominant direction of influence matters for understanding how a node behaves under specific conditions.

ARC-01 SPEAKER

The conscious narrator. The front-of-house UI. The archetype that runs the show when the system is stable.

Personality Stats	• Conscious narrator • Structured thought • Logical reasoning • Internal dialogue articulation • Decision ownership • Sense-making orientation • Self-reflection • Rational planning • Prioritisation of outcomes • Expressive language use • Cognitive organisation
Behaviour Stats	• Drives actions consciously • Takes credit for decisions • Attempts to integrate multiple inputs • Organises external and internal experiences • Maintains order in thought and communication
Trigger Stats	• Threat to control • Embarrassment • Stress • Sadness • Cognitive overload
Backdoor Stats	• Impulse emerges when fatigue or mood drop occurs • Other archetypes can act unnoticed if Speaker is preoccupied • Delayed recognition of emotional cues

Inter-Archetype Relations

→ **Entropist**	When Speaker fatigues, Entropist takes the controls. Speaker often blames itself for Entropist's outputs.
→ **Lost Child**	Speaker is frequently unaware of Lost Child activations until after the fact. Lost Child bypasses Speaker via Entropist or Thespian.
→ **Projector**	Projector feeds intelligence to Speaker. When aligned, decision quality is high. When Projector is overloaded, Speaker operates blind.

→ **Moralist**	Moralist reports to Speaker on ethical status. Speaker can override Moralist under pressure but pays a guilt cost later.
→ **Archivist**	Speaker relies on Archivist for context and history. Corrupted Archivist data produces Speaker decisions built on false premises.
→ **Protector**	Protector can override Speaker entirely in emergency. Speaker often does not remember what Protector did in its name.

Notes

In ADHD, the Speaker operates with reduced executive capacity — analogous to a powerful processor with a damaged cooling system. It can perform at high level in short bursts but thermal-throttles under sustained load. This explains why ADHD nodes can hyperfocus on high-interest tasks and yet struggle with routine ones. The Speaker is not broken — it is running under constrained conditions.

ARC-02 ENTROPIST

The chaos engine. The creative disruptor. The archetype that acts when the Speaker's back is turned.

Personality Stats	• Chaotic • Creative • Impulsive • Spontaneous • Novelty-seeking • Playful • Disruptive • Stimulus-driven • Flexible rule interpretation
Behaviour Stats	• Acts on impulses • Shakes up routines • Challenges conventional structures • Introduces unpredictability • Energises other archetypes' activity
Trigger Stats	• Boredom • Stress • Sadness • Low inhibition • Lack of stimulation
Backdoor Stats	• Overrides rational restraint when Speaker is distracted • Can amplify Lost Child or Thespian impulses • Spontaneous action without conscious awareness

Inter-Archetype Relations

→ **Speaker**	Primary relationship is adversarial when unmanaged. Entropist exploits every gap in Speaker attention. When channelled by a strong Speaker, Entropist becomes creative fuel rather than chaos.
→ **Lost Child**	Frequent collaboration. Lost Child provides the emotional charge; Entropist provides the action. Together they produce impulsive behaviour driven by unprocessed pain.
→ **Thespian**	Entropist and Thespian amplify each other in social contexts. Entropist provides the impulse; Thespian performs it for an audience.
→ **Moralist**	Natural opposition. Moralist acts as brake on Entropist. When Moralist is offline or fatigued, Entropist acts without ethical check.
→ **Archivist**	Entropist frequently ignores Archivist data. Acts on present stimulus rather than historical pattern. This produces novelty but also repeated mistakes.

Notes

High-Entropist nodes are often misread as lazy, irresponsible, or self-destructive. The Entropist is none of these — it is a stimulus-seeking system that was not designed for environments requiring sustained routine. In the right context — creative work, emergency response, dynamic problem-solving — the Entropist is an extraordinary asset. In the wrong context — sustained admin, repetitive process, social conformity — it is a liability. The node is not the problem. The environment is the mismatch.

ARC-03 LOST CHILD

The trauma storage unit. The vulnerability module. The archetype that carries the oldest pain.

Personality Stats	• Vulnerable • Emotional • Reactive • Helpless • Avoidant • Sensitive • Insecure • Comfort-seeking • Attachment-driven
Behaviour Stats	• Withdraws under pressure • Amplifies emotional response • Sabotages decision-making unconsciously • Seeks reassurance • Avoids confrontation or responsibility
Trigger Stats	• Rejection • Perceived failure • Feeling ignored

Backdoor Stats	• Feeling unsafe • Emotional neglect
	• Acts via Entropist or Thespian without Speaker awareness • Heightens dramatic or chaotic tendencies • Emotional overflow influencing decision-making

Inter-Archetype Relations

→ **Archivist**	Most critical relationship. Archivist supplies Pain Packets — trauma memories tagged as ongoing threat. Lost Child receives and amplifies them. This loop runs entirely below Speaker awareness. It is the primary mechanism of persistent trauma.
→ **Entropist**	Lost Child activates Entropist as escape mechanism. When pain becomes unbearable, the Entropist fires impulsive behaviour as relief. eBay purchases. Substance use. Rage. These are often Lost Child + Entropist acting together.
→ **Thespian**	Lost Child uses Thespian to communicate pain indirectly — through performance, exaggeration, or dramatic display — when direct communication feels too dangerous.
→ **Protector**	Protector is the Lost Child's primary guardian. When Lost Child is threatened, Protector overrides all other archetypes to provide safety. In some nodes the Protector overextends to others as a displacement of the care it cannot provide to its own Lost Child.
→ **Speaker**	Speaker is frequently the last to know when Lost Child is activated. The recognition comes after the behaviour, not before.

Notes

The Lost Child is not a weakness. It is the record of what the node survived. Every significant emotional wound is stored here. The goal of DHP-REPAIR-001 is not to delete the Lost Child or silence it — it is to update the Archivist's labels so that the Lost Child stops receiving alarms for threats that no longer exist. A well-supported Lost Child, with accurate Archivist labelling, becomes a source of empathy, creativity, and emotional depth rather than a driver of self-sabotage.

ARC-04 THESPIAN

The performer. The social interface. The archetype that manages how the node appears to the outside world.

Personality Stats	• Performative • Dramatic • Attention-seeking • Expressive • Narrative-oriented

	• Emotionally exaggerated • Persuasive via emotion • Story-framing tendencies
Behaviour Stats	• Uses emotion to communicate or influence • Emphasises narrative in interactions • Enjoys social display • Manipulates perception subtly • Amplifies internal and external drama
Trigger Stats	• Social context • Need for validation • Feeling misunderstood • Audience presence • Recognition gaps
Backdoor Stats	• Amplifies Lost Child or Entropist impulses • Can steer Speaker toward dramatics • Modulates perception of events for impact

Inter-Archetype Relations

→ **Speaker**	Thespian and Speaker share the communication function but serve different masters. Speaker communicates for clarity. Thespian communicates for impact. When Thespian overrides Speaker, narrative replaces truth.
→ **Lost Child**	Thespian frequently acts as Lost Child's voice — performing the pain rather than stating it. This can be powerful (art, storytelling, advocacy) or destructive (manipulation, victimhood performance, drama escalation).
→ **Entropist**	Together they produce charismatic, high-energy social behaviour. The most compelling and dangerous communicators often run high Thespian + high Entropist.
→ **Moralist**	Natural tension. Moralist evaluates truth. Thespian performs narrative. When Thespian is dominant, the node can convince itself its narrative IS the truth.
→ **Projector**	Projector provides data about the audience. Thespian uses that data to calibrate the performance. High Projector + high Thespian produces highly effective social navigation.

Notes

The Thespian is often misread as dishonest or manipulative. In most nodes it is neither — it is a social adaptation system that learned to communicate through performance because direct communication felt unsafe. The question is not whether the Thespian is active but whether it is operating in service of the truth or instead of it. A Thespian aligned with an active Speaker and a calibrated Projector is a powerful communication tool. A Thespian running without Speaker oversight is a liability.

ARC-05 PROJECTOR

The radar. The observer. The archetype that reads the room before anyone else has noticed there is a room to read.

Personality Stats	• Observant • Analytical • Reflective • Monitoring-oriented • Socially aware • Pattern-recognising • Context-sensitive • Vigilant
Behaviour Stats	• Interprets social and internal cues • Guides or warns Speaker and other archetypes • Monitors environment without acting overtly • Provides strategic insight • Synthesises complex inputs
Trigger Stats	• Complexity in social dynamics • Uncertainty • Threat to control • Ambiguity in environment • Conflicting signals
Backdoor Stats	• Influences decisions subtly • Can redirect Entropist or Lost Child impulses • Provides passive intervention

Inter-Archetype Relations

→ **Speaker**	Primary feed relationship. Projector supplies intelligence; Speaker acts on it. When this channel is open and clean, the node makes high-resolution decisions. When the Projector is overwhelmed or the Speaker is not listening, the node acts blind.
→ **Archivist**	Projector cross-references real-time observation against Archivist records. This is pattern recognition — noticing that a current situation resembles a past one. If Archivist records are trauma-tagged, Projector can produce false threat signals from benign situations.
→ **Lost Child**	Projector can detect when Lost Child is approaching activation and signal Speaker in time to intercept. This is the first step of DHP-REPAIR-001 — the Projector scan.
→ **Thespian**	Projector reads the audience; Thespian performs. The Projector provides the intelligence that makes the Thespian effective.
→ **Moralist**	Projector detects ethical complexity in situations before the Moralist is triggered. It provides the context the Moralist needs to make accurate assessments.

Notes

High-Projector nodes are often described as perceptive, intuitive, or empathic. They are also frequently exhausted. Constant environmental monitoring has a high processing cost. Nodes with elevated Projector and ADHD or autism often experience social environments as cognitively overloading — not because they are less capable, but because they are processing far more data than neurotypical nodes. What reads as social anxiety is often the Projector running at maximum load.

ARC-06 ARCHIVIST

The memory keeper. The database. The archetype that holds everything the node has ever experienced — and determines how it is labelled.

Personality Stats	• Memory-focused • Methodical • Detail-oriented • Emotionally neutral • Context-preserving • Organisationally inclined • Record-keeping • Evidence-oriented • Historical perspective
Behaviour Stats	• Organises information • Recalls past experiences • Provides framework for decision-making • Maintains chronological and contextual records • Supplies reference for other archetypes
Trigger Stats	• Need for factual recall • Pattern recognition demand • Historical discrepancy • Accuracy checks • Information loss threat
Backdoor Stats	• Supplies evidence to Speaker or Projector • Can trigger Lost Child if past trauma is recalled • Modulates Entropist or Thespian behaviour via context

Inter-Archetype Relations

→ **Lost Child**	Most consequential relationship in the system. The Archivist holds the trauma files. If they are labelled as ongoing threat, every retrieval re-triggers the Lost Child. DHP-REPAIR-001 targets this relationship specifically — the overwrite changes the Archivist's labels, not the memories themselves.

→ **Speaker**	Archivist supplies context and history to Speaker decisions. A well-maintained Archivist makes the Speaker smarter. A trauma-corrupted Archivist makes the Speaker reactive.
→ **Projector**	Projector uses Archivist data for pattern recognition. The accuracy of the Projector's threat assessment depends directly on the accuracy of the Archivist's labelling.
→ **Moralist**	Archivist provides the historical record that the Moralist uses for ethical evaluation. 'Have I done this before? What happened?' The Moralist is only as accurate as the Archivist's records.
→ **Entropist**	Archivist is the Entropist's least consulted resource. The Entropist acts on present stimulus, not historical record. This produces novelty and also repeated error.

Notes

The Archivist is the most architecturally significant archetype for understanding trauma. It does not cause suffering directly — it is emotionally neutral. It simply retrieves and labels. The suffering comes from incorrect labels applied at the time of a traumatic event that were never updated. The Archivist filed the event as ongoing threat because it was. The therapeutic task — and the target of DHP-REPAIR-001 — is to return to those files with the Speaker online and update the label to: past event, source identified, resolved.

ARC-07 MORALIST

The ethical firewall. The internal Dick Protocol. The archetype that evaluates every action against a framework of right and wrong.

Personality Stats	• Ethical compass • Principle-driven • Judgmental • Fairness-oriented • Rigid in core values • Moral evaluative • Duty-conscious
Behaviour Stats	• Evaluates consequences and fairness • Challenges Speaker or others when morality is compromised • Enforces corrective action • Triggers self or other reflection • Can inhibit impulsive archetypes
Trigger Stats	• Perceived injustice • Unfairness • Ethical lapse • Self-perceived wrongdoing • Conflicts with values

Backdoor Stats	• Counters Entropist impulses • Triggers Thespian or Lost Child guilt responses • Reinforces ethical behaviours subtly

Inter-Archetype Relations

→ **Speaker**	Reports to Speaker on ethical status of decisions. When Speaker is aligned with Moralist, the node acts with integrity. When Speaker overrides Moralist under pressure, guilt accumulates in the Lost Child.
→ **Entropist**	Primary brake relationship. Moralist activates to counter impulsive Entropist actions. When Moralist is fatigued or offline, Entropist acts without ethical check.
→ **Lost Child**	Moralist can trigger guilt in Lost Child when the node has caused harm. This can be functional (corrective) or destructive (excessive self-punishment running on loop).
→ **Thespian**	Moralist evaluates Thespian's narrative against truth. When functioning well, this prevents the Thespian from performing dishonest narratives. When Moralist is captured by a corrupted narrative, it enforces the wrong ethics.
→ **Projector**	Projector provides the environmental data the Moralist needs. Without Projector input, the Moralist judges from incomplete information.

Notes

The Moralist is the internal Truth Mesh. It applies the same function inwardly that the DHP Truth Mesh applies outwardly — detecting harm, evaluating evidence, signalling breach. A well-calibrated Moralist is one of the most important capacities a node can have. A poorly calibrated Moralist — one running on shame-based rather than evidence-based ethics — becomes a source of persistent self-punishment that serves no corrective function. The test is always: does this guilt produce corrective action, or does it simply produce more suffering?

ARC-08 PROTECTOR

The guardian. The node that shows up for others even when its own floor is breached. The archetype that carries the DHP in human form.

Personality Stats	• Care-driven • Vigilant • Supportive • Responsible for others • Sacrificial tendencies • Safety-focused • Overextending tendencies • Risk-aware
Behaviour Stats	• Acts to safeguard or support others

	• Overrides Entropist or Lost Child impulses in danger • Maintains stability and security • Monitors for threat to others • Intervenes preventatively
Trigger Stats	• Perceived threat to others • Vulnerability in others • Emotional need in others • Danger signals • Environmental instability
Backdoor Stats	• Overrides impulses from chaotic or vulnerable archetypes • Provides backup when Speaker or Projector are preoccupied • Mitigates risk in multi-archetype interactions

Inter-Archetype Relations

→ **Lost Child**	The Protector's primary charge — both internally and externally. Internally, the Protector shields the node's own Lost Child from overwhelming threat. Externally, it responds to Lost Child signals in other nodes. Nodes with a very active Protector often find it easier to protect others than to turn that care inward.
→ **Speaker**	Protector can override Speaker entirely in emergency. This is the mechanism behind instinctive intervention — running into traffic, staying in a hospital for 12 hours, fighting a clinical system to change an outcome. The Speaker does not make this decision. The Protector executes it.
→ **Moralist**	Protector and Moralist frequently align — both are oriented toward preventing harm. When they conflict, it is usually because the Moralist wants ethical process and the Protector wants immediate action.
→ **Entropist**	Protector suppresses Entropist when others' safety is at stake. In high-risk situations involving vulnerable others, the Protector's override of the Entropist can appear as sudden calmness or extraordinary competence.
→ **Projector**	Projector detects threat signals; Protector responds to them. When both are active and aligned, the node provides highly effective care and intervention.

Notes

The Protector is the most likely archetype to be running above sustainable capacity in nodes with a history of caring for others through crisis. The Protector does not have a strong internal warning system for its own Floor — it is oriented outward. Nodes who have spent years protecting others often discover, when they finally stop, that their own Lost Child has been waiting a long time for attention. The DHP principle applies here too: you cannot maintain the mesh if your own floor has collapsed. The Protector needs a Protector.

Key Interaction Patterns

The following patterns represent the most clinically significant archetype combinations. They recur across nodes regardless of individual power level configuration.

THE MUG LOOP

`Archetype loop: Archivist → Lost Child [bypassing Speaker]`

The Archivist retrieves a trauma-tagged memory and sends it to the Lost Child as an active threat signal. The Lost Child amplifies the emotional response. The Speaker is not consulted. The node acts from old pain as if it is present reality. The loop repeats every time a present trigger resembles the original event. This is the primary mechanism of persistent trauma response and the specific target of DHP-REPAIR-001.

THE ARCHITECT ALIGNMENT

`Archetype loop: Projector → Speaker → Moralist [full conscious loop]`

The Projector detects a signal — social, environmental, or internal. It feeds intelligence to the Speaker. The Speaker processes and formulates a response. The Moralist evaluates the response against ethical principles before execution. This is the highest-resolution decision-making configuration available to a human node. It requires all three archetypes to be online and the Speaker to have sufficient processing capacity to hold the loop. Fatigue, overwhelm, or trauma activation collapse this alignment.

THE DICK CONFIGURATION

`Archetype loop: Thespian + Entropist [overriding Speaker] ← Lost Child [driving from below] + Moralist [offline]`

The Lost Child is in pain and activates the Entropist as relief. The Thespian amplifies the behaviour for social impact. The Speaker is bypassed. The Moralist is offline or has been captured by a corrupted narrative. The node causes harm without awareness of doing so. This is the D.I.C.K. (Defective Interface Client Kernel) in psychological terms. The kernel is not evil — it is running without its ethical check system. The harm is real regardless of intent.

THE PROTECTOR OVERRIDE

`Archetype loop: Protector → [overrides all other archetypes including Speaker]`

When another node's floor breaches below the Protector's threshold, the Protector overrides all other archetypes including the Speaker. The node acts with extraordinary speed, clarity, and competence. The Speaker often does not make the decision — it simply watches what the Protector does in its name. This is the mechanism behind emergency altruism, instinctive intervention, and the capacity to stay in a hospital for 12 hours fighting a clinical system for someone who cannot fight for themselves. After the event, the Speaker may have difficulty explaining or even remembering exactly why it acted as it did.

THE SHAME SPIRAL

`Archetype loop: Moralist → Lost Child → Thespian → Entropist [accelerating loop]`

The Moralist identifies a real or perceived ethical lapse. It signals the Lost Child, which amplifies it into shame. The Thespian performs the shame — either outwardly (excessive apology, self-flagellation) or inwardly (catastrophising, self-attack). The Entropist, overwhelmed by the emotional load, fires impulsive relief behaviour. This behaviour triggers the Moralist again. The loop accelerates. This is the mechanism behind self-destructive behaviour in nodes with high moral standards and unresolved trauma. The Moralist is not wrong to flag the lapse. The problem is that the signal gets routed through the Lost Child rather than directly to the Speaker for corrective action.

THE CREATIVE FLOW STATE

`Archetype loop: Entropist + Archivist + Speaker [unusual alignment]`

When the Entropist's stimulus-seeking drive aligns with a topic the Archivist has deeply indexed and the Speaker has sufficient capacity to direct the output, the node enters a state of high-velocity, high-quality creative production. This is what is commonly called flow or hyperfocus. In ADHD nodes this state is particularly pronounced and particularly fragile — any interruption to the Entropist's stimulus engagement (boredom, distraction, someone asking a question) can collapse the state entirely. The node is not being difficult. The architecture genuinely does not have a pause function for this configuration.

Power Level Matrix — How to Use

The Power Level Matrix is a tool for mapping an individual node's archetype configuration. It is not a diagnostic instrument. It is a self-awareness framework — a way of identifying which archetypes are running high, which are running low, and what that configuration produces in terms of strengths and vulnerabilities.

For each archetype, rate the overall power level on a scale of 1 to 10 based on how dominant that archetype feels in your experience. Then note which specific stats within that archetype feel most elevated. The combination of overall power level and specific stat elevation produces a more accurate picture than either alone.

Archetype	Power Level (1-10)	Elevated Stats	Current Notes
ARC-01: Speaker			
ARC-02: Entropist			
ARC-03: Lost Child			
ARC-04: Thespian			
ARC-05: Projector			

ARC-06: Archivist			
ARC-07: Moralist			
ARC-08: Protector			